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IN THE UNITED STATES PATENT AND TRADEMARK OFFICE
BEFORE THE BOARD OF PATENT APPEALS AND INTERFERENCES

Appellant: Brad Johnson and Vaughn Place

Serial number: 09/397,910

Filed: September 11, 2000

Title: GAMING DEVICE VIDEO DISPLAY SYSTEM

Attorney docket number: 720.510 PAL.UA-Video Display System

Group Number: 3713

Examiner: Binh-An D. Nguyen.

Assistant Commissioner for Patents
Washington, D.C. 20231APPELLANT'S BRIEF UNDER 37 CFR § 1.192INTRODUCTION

This is an Appeal from the Examiner's Final Rejection of claims 1-40. The Final Rejection was mailed on August 4, 2003. The Notice of Appeal was filed on December 30, 2003.

REAL PARTY IN INTEREST

The real party in interest is Paltronics, Inc.

RELATED APPEALS AND INTERFERENCES

None

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STATUS OF THE CLAIMS

Claims 1 through 40 have been submitted for examination.

Claims 1-40 are currently pending and have been rejected under 35 U.S.C. §102(e).

The final rejection of claims 1-40 is hereby identified as being the subject of this appeal.

5

STATUS OF AMENDMENTS

No after final amendment has been submitted.

SUMMARY OF THE INVENTION

10 In certain embodiments, Applicants' present invention comprises a video display system having a plurality of gaming devices and a plurality of video displays. *See*, Specification at pages 6-7. Each gaming device is adapted to allow a player to place a wager and play a game of chance. *See id.* The plurality of video displays may be placed in relatively close proximity to each other for use in a multi-screen presentation. *See id.* Each video display may be configured
15 to display at least a portion of the multi-screen presentation, and when viewed together, the plurality of video displays may create a single integrated video presentation. *See id.* For example, figure 3 of Applicants' application depicts an integrated image of a horse race formed by viewing three video displays, each of which displays a portion of the integrated image. Only by viewing all of the displays together can the integrated display be seen.

20 One of the advantages of the invention is the ability to utilize existing gaming devices and their video displays to present a single integrated video presentation. Thus, the need for a large stand-alone video display, which may be costly and occupy valuable casino space, may be eliminated.

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Another advantage of Applicants' invention is the ability to enlarge a video presentation by displaying portions of the video presentation in multiple video displays of adjacent gaming devices. By utilizing a plurality of video displays, it is possible to present much larger and more interesting presentations. Consequently, more people may see the presentation and more people
5 may be attracted to play the gaming devices.

ISSUES

Whether claims 1-40 are unpatentable under 35 U.S.C. §102(e) over U.S. Patent 6,217,448 to Olsen (hereinafter, Olsen).

10

GROUPING OF CLAIMS

Appellant respectfully states that all the claims do not stand together and that each of the following groups of claims are considered to be separately patentable. The reasons why these groups are considered to be separately patentable are included in the "ARGUMENTS" section
15 below.

	<u>GROUP</u>	<u>CLAIMS</u>
	I.	1-3, 5-18, 20, 24-26, 29-32, 34, and 38-40
	II.	4, 27, and 28
	III.	19
20	IV.	21
	V.	22
	VI.	23, 35, and 36
	VII.	33
	VIII.	37

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ARGUMENTS AGAINST THE REJECTION OF CLAIMS 1-40

Claims 1-40 were rejected under 35 U.S.C. §102(e) as allegedly being anticipated by Olsen. Patent law is clear that in order to anticipate the claims of an application, all of the limitations of the claim must be found in one reference. *See* MPEP §2131.

5 In this case, independent claims 1, 9, 15, 20, 25, 30, 38, and 39 each contain multiple limitations that are not disclosed by Olsen.

The claims of Group I are related to gaming systems using multiple video displays to display an integrated video presentation, with each video display showing a portion of the presentation. The claims of Group II require a plurality of different video presentations. The
10 claim of Group III requires a portion of the presentation to be displayed by a game display. The claims of Groups IV, V, and VI specify elements of the video presentation, such as horses, game boards, and fisherman, respectively. Group VII requires the presentation to display the amount of a bonus award. Group VIII requires a plurality of displays be attached to a wagering device.

Because the claims in Groups I-VIII are directed to distinctly unrelated subject matter,
15 the claims are separately patentable and do not stand or fall together. Therefore, arguments for the patentability of each group shall be presented separately.

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Olsen

Olsen purports to suggest a bonus jackpot method utilizing a plurality of linked gaming machines. *See* column 3, line 65-column 4, line 1. In one embodiment, the jackpot game is suggested as a game of "hot potato." *See* col. 6, lines 9-23. A central game controller purportedly determines which, if any, of the plurality of linked games will win the jackpot. *See* col. 5, line 18 – col. 6, line 8. It appears that winners will be shown a winning animation on their display terminal, while losers will be shown a losing graphic. *See* Fig. 1; column 6, lines 50-63. It appears that each game display is a separate and discrete image (see Figure 1, reproduced below).

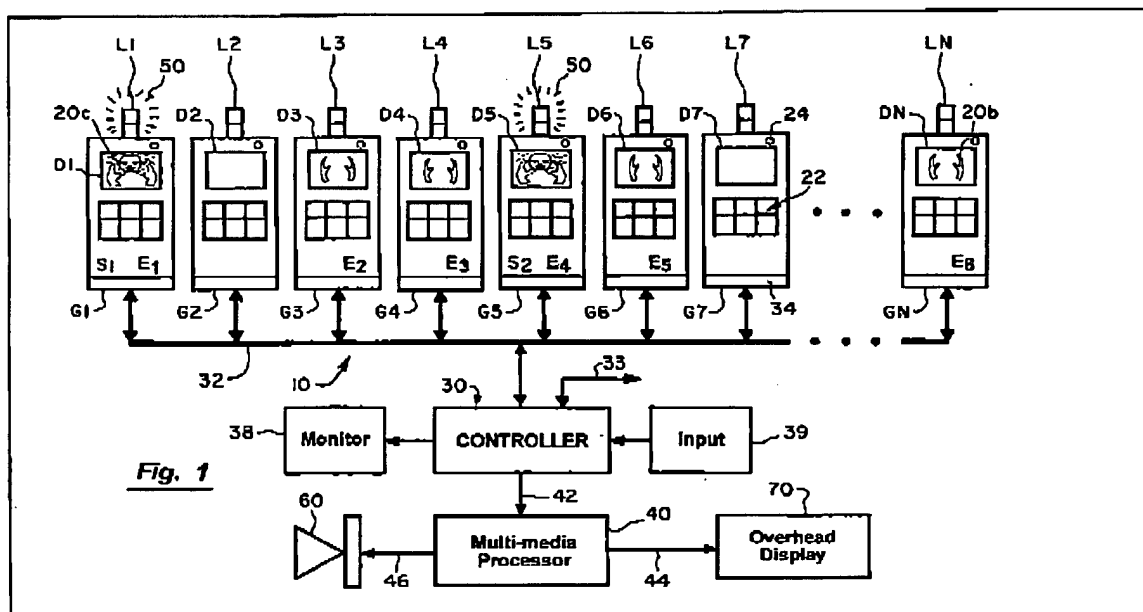


Figure 1 appears to illustrate the plurality of individual game machines (G1...GN), having a plurality of individual, discrete displays (D1...DN). The game machines appear to be linked via a communications network (32) to game controller (30). Applicants originally pointed out to the Office that nowhere in figure 1 is there any suggestion, much less a teaching, of using

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discrete, individual game displays to display segments of an integrated, unified presentation, the integrated presentation being apparent when viewing a plurality of the displays. *See*, Amendment C, page 18.

The Office responded to this argument by alleging that Applicants had:

5 left out the critical teaching of [Olsen] wherein the potatoes C rotate around the machines' displays (Figure 1, and column 9, lines 3-46) in which the displays appear to be integrated, i.e. the potatoes 'flying' around the displays from machine to machine in a single game.

10 Office Action mailed August 1, 2003 at page 3. Applicants respectfully disagree with this characterization of Olsen and disagree that it anticipates Applicants' claims for at least two reasons. However, before discussing the merits of the Office's §102(e) rejection, it may be useful to review in more detail the embodiment cited by the Office.

15 With reference to Figure 1, each gaming device appears to have an illuminable tower lamp (L1...LN). It appears that the embodiment the Office is relying on involves the tower lamps, and not the displays, of the gaming device: "tower lamps L lock in and light on new selected machines...." Column 9, lines 32-34. This "fanfare multimedia presentation" (column 9, lines 8-9) appears to be more explicitly described in column 8, lines 26-67 of Olsen. Olsen
20 states that "Once the bonus mode time period begins, the tower lamps L will turn yellow over a predetermined number such as one-third of all gaming machines G, and begin rotating across gaming machines G...It appears that hot potatoes C are moving from one machine to another." Column 8, lines 48-54. It is clear that this embodiment does not meet the limitations of Applicants' claims.

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ARGUMENTS APPLICABLE TO GROUPS I-VIII

The Embodiment Relied Upon by the Office Does Not Utilize Video Displays

Each of the independent claims is directed to gaming devices having a video display. Video displays are generally defined to include devices for displaying televised or similarly displayed images, such as images displayed on computer monitors. Webster's online dictionary defines "video" as "being, relating to, or involving images on a television screen or computer display." See <http://www.websters.com>. Applicants' use of the term "video display" is consistent with the accepted definition. For example, at page 7, lines 5-8 of Applicants' specification, Applicants state that:

10 Video displays 22-26 may be any of a variety of well known display devices, such as cathode ray tubes, liquid crystal displays, or plasma displays. These devices are used to display both integrated, multi-screen presentations, as will be discussed below, and independent, single screen presentations.

15 The embodiment of Olsen cited by the Office does not utilize a video display and does not teach all of the limitations of Applicants' claims. Olsen clearly states that it is the tower lamps of the gaming machine which allegedly create the appearance of the potatoes traveling from gaming device to gaming device. The tower lamps are not video displays. Tower lamps are incapable of displaying the types of presentations possible with video displays. Olsen does not teach, suggest, or enable the use of video displays for the type of presentation claimed by Applicants.

25 Applicants also note that many claims, including claim 1, contain limitations directed to video controllers in conjunction with the video displays. Because Olsen does not teach video displays and integrated video presentations as claimed and taught by Applications, it *a fortiori* does not teach video controllers. Because Olsen does not teach, suggest, or enable the use of video displays claimed by Applicants, Groups I-VIII are patentable thereover.

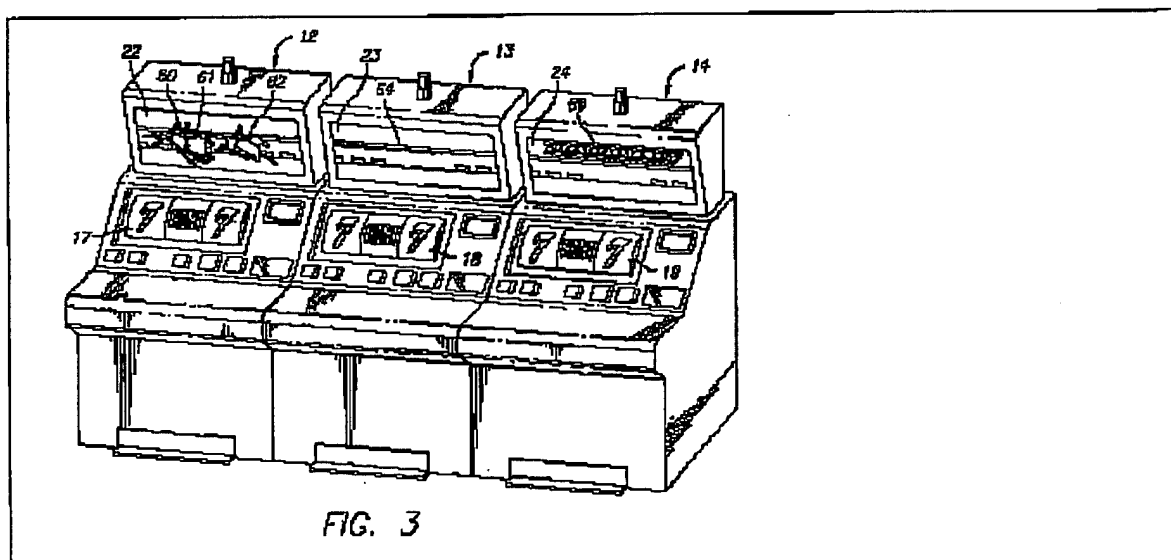
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The Cited Embodiment of Olsen Does Not Utilize An Integrated Display

Applicants' claims are directed to creating an integrated presentation by showing a portion of a presentation on each of a plurality of video displays. The Office alleged that Olsen teaches an integrated display: "the displays appear to be integrated, i.e., the potatoes 'flying' around the displays from machine to machine in a single game." Office Action mailed August 1, 2003 at page 3.

Webster's online dictionary defines "integrated" as: "1 : to form, coordinate, or blend into a functioning or unified whole : UNITE" and, "3 a : to unite with something else b : to incorporate into a larger unit." See www.websters.com. Applicants' use of the term "integrated" is consistent with the dictionary definition. For example, Applicants teach that:

The present invention is adapted to generate an integrated video presentation that utilizes a plurality of video displays in system 10. In the example depicted in figure 3 [reproduced below], a horse race is shown on video displays 22-24 of gaming devices 12-14. As horses 60-62 race down the track, the horses move from video display to video display. Some features, such as fence 64, may continue across all of the screens while other features, such as grand stand 66, may be located entirely in one screen.



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Specification, page 10, lines 1-6.

Later, Applicants teach that:

As seen in figure 4A [reproduced below], any integrated video presentation can be represented as a single movie or presentation. The presentation can be divided into a plurality of screen segments 70-72 that are displayed by the appropriate video display 22-24 (referring to figure 3). Thus, for any given time or frame of the presentation, video displays 22-24 display a segment of the overall presentation. VDCs 51-53 store the screen data and cause video displays 22-24 to display the appropriate segment at the appropriate time. When video displays 22-24 are viewed together, the presentation appears as a single integrated presentation.

Specification, page 12, lines 13-19.

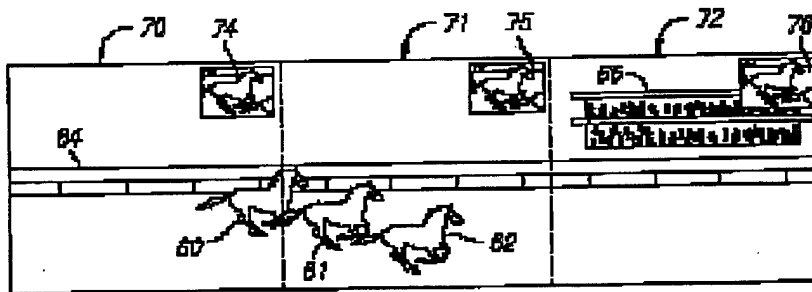


FIG. 4A

The tower lamps of Olsen do not provide an integrated display, much less an integrated video display. Olsen apparently is trying to create the illusion of movement. A player viewing the displays of Olsen does not see an image that is formed from the combination of a number of the tower lamps. In Olsen, the player only ever sees the image of a tower lamp. The position of the lit tower lamp may change, but the image itself is the same. Nothing is "united", "incorporated", "or blended" with anything else in order to form an integrated image. Because Olsen does not teach an integrated display, it does not anticipate Groups I-VIII.

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ARGUMENTS REGARDING GROUP II

The claims of Group II contain limitations directed to the availability of multiple video presentations. Olsen does not teach multiple video presentations. Olsen, at most, discloses one non-integrated, non-video presentation. Olsen does not teach or suggest the desirability of multiple video presentations and certainly does not enable such presentations. Accordingly, Group II is patentable over Olsen.

ARGUMENTS REGARDING GROUP III

The claim of Group III contains limitations directed to displaying a portion of a multi-screen presentation on a game display. The embodiment of Olsen cited by the Office does not appear to utilize video screens or the display of a gaming device. The embodiment of Olsen cited by the Office appears only to use the tower lamps of gaming devices. Accordingly, Olsen does not teach, suggest, or enable the display of an integrated multi-screen presentation that also utilizes a game display and Group III is patentable thereover.

ARGUMENTS REGARDING GROUPS IV-VI

Groups IV-VI contain limitations regarding the subject matter of the integrated multi-screen video presentation. Group IV is directed to horse racing games, Group V is directed to embodiments using a game board, and Group VI is directed to fishing related embodiments. The only thematic element potentially suggested by Olsen is the game of "hot potato." Olsen does not teach, suggest, or enable the use of the thematic elements claimed in Groups IV-VI, which are therefore patentable over Olsen.

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ARGUMENTS REGARDING GROUP VII

Group VII contains limitations directed to using an integrated, multi-screen, video presentation to display the amount of a bonus award. Olsen merely involves illuminating tower lamps and therefore does not teach, suggest, or enable using a multi-screen video presentation to display bonus award. Accordingly, Group VII is patentable over Olsen.

ARGUMENTS REGARDING GROUP VIII

Group VIII contains limitations directed to a plurality of displays being attached to a wagering device. Olsen appears to suggest only a single tower lamp being associated with a wagering device. Accordingly, Olsen does not anticipate Group VIII.

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CONCLUSION

The prior art of record fails to disclose or in any way suggest Applicants' claimed invention. Accordingly, appealed claims 1-40 should be allowed.

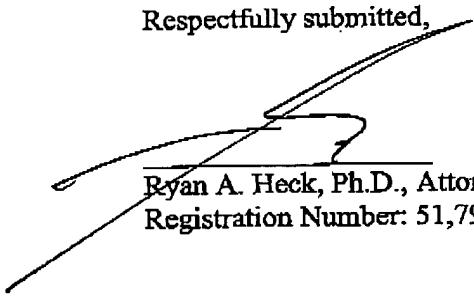
5 This Appeal Brief is submitted herewith in triplicate along with an Appendix of the appealed claims and the requisite fee for filing the Appeal Brief.

If there are any questions regarding the application or this Appeal Brief, the Board is encouraged to call the Applicants' attorney, Ryan A. Heck, at (775) 826-6160.

10

Respectfully submitted,

15


Ryan A. Heck, Ph.D., Attorney for Applicants
Registration Number: 51,795

Monday, March 01, 2004

20

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APPENDIX OF CLAIMS ON APPEAL

1. (original) A gaming device video display system for displaying multi-screen presentations, the system comprising:
 - 5 (A) a plurality of gaming devices, each gaming device being adapted to allow a player to play a wagering game, each gaming device being further adapted to select a multi-screen presentation and transmit a request for a multi-screen presentation;
 - (B) a plurality of video displays, each video display being adapted to display a video presentation, the video displays being positioned in close relative proximity to
10 allow a video presentation to be displayed using the plurality of video displays, a portion of the video presentation being displayed on each of the video displays, wherein the video presentation appears to be an integrated, multi-screen presentation; and
 - (C) a plurality of video display controllers, each video display controller being in
15 communication with a gaming device, a video display, and other video display controllers, each video display being adapted to receive requests for multi-screen presentations from the gaming device with which it is in communication, the plurality of video display controllers being adapted to coordinate multi-screen presentations among the video display controllers, each video display controller
20 being adapted to operate the video display with which it is in communication to present a portion of a multi-screen presentation.

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2. (original) The gaming device video display system of claim 1, wherein one of the plurality of video display controllers is a master video display controller, the master video display controller being adapted to receive requests for multi-screen video presentations, determine the availability of video displays, and grant multi-screen privileges.

5

3. (original) The gaming device video display system of claim 1 wherein each gaming device comprises a game device controller, the game device controller being adapted to monitor the gaming device and transmit a request to a video display controller for a multi-screen presentation.

10

4. (original) The gaming device video display system of claim 3 wherein the game device controller is adapted to select a multi-screen video presentation from a plurality of different presentations.

15

5. (original) The gaming device video display system of claim 3 wherein the game device controller is adapted to select a bonus award and a multi-screen video presentation based on the output of a random number generator.

20

6. (original) The gaming device video display system of claim 1 wherein each video display controller comprises memory, the memory being adapted to store video presentation data.

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7. (original) The gaming device video display system of claim 6 wherein each video display controller is adapted to store video presentation data for one segment of a multi-screen presentation.

5

8. (original) The gaming device video display system of claim 1 wherein at least one of the gaming devices comprises a game display, the game display being adapted to display information, wherein the gaming device is adapted to display a presentation using both its video display and its game display.

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9. (previously amended) A method of displaying a video presentation for use with wagering devices, the method comprising:
- (A) providing at least one wagering device, the wagering device being adapted to operate a wagering game;
 - 5 (B) providing a plurality of video displays, at least one of the video displays being in communication with the wagering device, the video displays being adapted to display a video presentation;
 - (C) providing a video presentation, the video presentation relevant to the wagering game;
 - 10 (D) dividing the video presentation into a plurality of screen segments; and
 - (E) displaying a different screen segment of the video presentation on each video display, wherein the segments of the video presentation, when viewed as a whole on the plurality of video displays, appear as an integrated video presentation.
- 15 10. (original) The method of claim 9 wherein step (D) is performed after a predetermined event has occurred.
11. (original) The method of claim 10 wherein the predetermined event is a bonus event.
- 20 12. (original) The method of claim 9 further comprising the step of providing a video display controller, the video display controller being adapted to drive at least one video display.
13. (original) The method of claim 9 further comprising the step of storing video presentation data on the video display controller.

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14. (original) The method of claim 9 further comprising the step of synchronizing the display
of screen segments.

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15. (previously amended) A gaming device, comprising:

- (A) a plurality of video displays, each video display being adapted to display a video presentation;
- (B) at least one video display controller in communication with at least one of the video displays, the video display controller being adapted to drive the at least one video display and being adapted to communicate with at least one other video display controller;
- (C) a game controller, the game controller being adapted to operate a wagering game;
- (D) a game device controller in communication with the video display controller and the game controller; the gaming device controller being adapted to initiate a multi-screen presentation, wherein when the multi-screen presentation is initiated, a portion of a video presentation is displayed on each of the video displays, and wherein the video presentation appears to be an integrated, multi-screen presentation.

16. (original) The gaming device of claim 15 wherein the game device controller is further adapted to select a video presentation.

17. (original) The gaming device of claim 15 wherein the game device controller initiates a multi-screen presentation upon detecting a bonus event.

18. (original) The gaming device of claim 15 further comprising a game display, the game display being adapted to display information relevant to a wagering game.

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19. (original) The gaming device of claim 18 wherein the game display is further adapted to play a portion of a multi-screen presentation.

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20. (original) A method of presenting a bonus display for a wagering game on at least two video displays, the method comprising:

- (A) detecting the occurrence of a bonus event;
- (B) selecting a bonus presentation from among a plurality of bonus presentations, the
5 bonus presentation comprising a plurality of segments, each segment being adapted to be displayed on a separate video display;
- (C) displaying each segment of the presentation on a separate video display in synchronization, wherein the segments presented on the video displays appear to be an integrated presentation when viewed as a whole.

10

21. (original) The method of claim 20 wherein the video presentation comprises a horse race, wherein horses in the horse race appear to race across the video screens.

22. (original) The method of claim 20 wherein the video presentation comprises a game
15 board.

23. (original) The method of claim 20 wherein the video presentation comprises a fisherman.

24. (original) The method of claim 20 further comprising the step of coordinating among the
20 plurality of video displays.

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25. (previously amended) A system for displaying multi-screen presentations in association with a wagering game, the system comprising:

- (A) means for operating a wagering game;
- (B) means for coordinating a display of a multi-screen video presentation;
- 5 (C) video display means for displaying a video presentation;
- (D) means for displaying the multi-screen video presentation on the video display means, wherein the multi-screen video presentation appears to be a single integrated presentation.

10 26. (original) The system of claim 25 wherein the means for operating a wagering game comprises a game controller.

27. (original) The system of claim 25 further comprising means for selecting a multi-screen presentation from among a plurality of multi-screen presentations.

15

28. (original) The system of claim 27 wherein the means for selecting multi-screen presentation comprises a game device controller.

29. (original) The system of claim 25 wherein the means for coordinating a display of a
20 multi-screen presentation comprises a video device controller.

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30. (original) A gaming system, comprising:

(A) at least one wagering device, the wagering device being adapted to allow a player to play a game;

5 (B) a plurality of video displays;

(A) at least one controller in communication with the wagering device and the plurality of video displays, the controller comprising a memory device for storing at least a portion of a video presentation, the controller being at least adapted to cause portions of a video presentation to be displayed on the plurality of video displays, wherein the video presentation displayed on the plurality of video displays appear integrated.

31. (original) The gaming system of claim 30, wherein the controller is further adapted to detect a bonus event from the wagering device, the controller is further adapted to cause the plurality of video displays to display portions of a single video presentation upon the detection of the bonus event.

32. (original) The gaming system of claim 30, wherein the controller is further adapted to coordinate presentation of the video presentation among the plurality of video displays.

33. (original) The gaming system of claim 30, wherein at least one portion of the video presentation displays the amount of a bonus award.

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34. (previously amended) The gaming system of claim 30, wherein the controller is adapted to generate a random number, the random number being adapted to determine the bonus award.
- 5 35. (original) The gaming system of claim 30, wherein at least one portion of the video presentation displayed on a first display displays at least one person engaged in a fishing activity, and wherein another portion of the video presentation displayed on a second display displays at least one fish.
- 10 36. (original) The gaming system of claim 35, wherein the fish determines a bonus award.
37. (original) The gaming system of claim 30, wherein the plurality of video displays is attached to the wagering device.

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38. (original) A gaming device adapted to allow a player to play a game, the gaming device comprising a plurality of video displays configured to be positioned in front of a player, the plurality of video displays being adapted to display portions of a single video presentation, the single video presentation being displayed on the plurality of video displays appearing integrated, and the gaming device further comprising a controller in communication with the plurality of video displays, the controller being adapted to generate a random game outcome.

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39. (original) A method of operating a game of chance on a wagering device, the method comprising:

- 5 (A) detecting game play signal initiating a game play on the wagering device;
- (B) providing a plurality of video displays in communication with the wagering device; and
- (C) displaying portions of a single video presentation on the plurality of video displays, wherein the video presentation displayed on the plurality of video displays appear integrated.

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40. (original) The method of claim 39, further comprising detecting a bonus event, and performing step C upon the detection of the bonus event.

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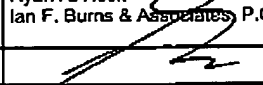
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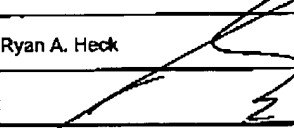
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	First Named Inventor	Johnson	
	Art Unit	3713	
	Examiner Name	Binh-An D. Nguyen	
Total Number of Pages in This Submission	28	Attorney Docket Number	720,510

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Typed or printed name	Ryan A. Heck	Date	March 1, 2004
Signature			

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PTO/SB/17 (10-03)

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**FEE TRANSMITTAL
for FY 2004**

Effective 10/01/2003. Patent fees are subject to annual revision.

☒ Applicant claims small entity status. See 37 CFR 1.27

TOTAL AMOUNT OF PAYMENT (\$) 165.00

Complete if Known

Application Number	09/397,910
Filing Date	September 11, 2000
First Named Inventor	Johnson
Examiner Name	Binh-An D. Nguyen
Art Unit	3713
Attorney Docket No.	720.510

METHOD OF PAYMENT (check all that apply)☐ Check ☒ Credit card ☐ Money Order ☐ Other ☐ None☒ Deposit Account:Deposit
Account
Number
50-0913
Deposit
Account
Name
Ian F. Burns & Associates

The Director is authorized to: (check all that apply)

☐ Charge fee(s) indicated below ☒ Credit any overpayments☒ Charge any additional fee(s) or any underpayment of fee(s)☐ Charge fee(s) indicated below, except for the filing fee to the above-identified deposit account.**FEE CALCULATION****1. BASIC FILING FEE**

Large Entity Fee Code (\$)	Small Entity Fee Code (\$)	Fee Description	Fee Paid
1001 770	2001 385	Utility filing fee	
1002 340	2002 170	Design filing fee	
1003 530	2003 265	Plant filing fee	
1004 770	2004 385	Reissue filing fee	
1005 160	2005 80	Provisional filing fee	
SUBTOTAL (1)			(\$)

2. EXTRA CLAIM FEES FOR UTILITY AND REISSUE

Total Claims	Extra Claims	Fee from below	Fee Paid
Independent	-20** =	X	
Multiple Dependent	-3** =	X	

Large Entity Fee Code (\$)	Small Entity Fee Code (\$)	Fee Description	Fee Paid
1202 18	2202 9	Claims in excess of 20	
1201 66	2201 43	Independent claims in excess of 3	
1203 290	2203 145	Multiple dependent claim, if not paid	
1204 66	2204 43	** Reissue independent claims over original patent	
1205 18	2205 9	** Reissue claims in excess of 20 and over original patent	
SUBTOTAL (2)			(\$)

**or number previously paid, if greater. For Reissues, see above

FEE CALCULATION (continued)**3. ADDITIONAL FEES**

Large Entity - Small Entity

Fee Code (\$)	Fee Code (\$)	Fee Description	Fee Paid
1051 130	2051 85	Surcharge - late filing fee or oath	
1052 50	2052 25	Surcharge - late provisional filing fee or cover sheet	
1053 130	1053 130	Non-English specification	
1812 2,520	1812 2,520	For filing a request for ex parte reexamination	
1804 920*	1804 920*	Requesting publication of SIR prior to Examiner action	
1805 1,840*	1805 1,840*	Requesting publication of SIR after Examiner action	
1251 110	2251 55	Extension for reply within first month	
1252 420	2252 210	Extension for reply within second month	
1253 950	2253 475	Extension for reply within third month	
1254 1,480	2254 740	Extension for reply within fourth month	
1255 2,010	2255 1,005	Extension for reply within fifth month	
1401 330	2401 165	Notice of Appeal	
1402 330	2402 165	Filing a brief in support of an appeal	165.00
1403 280	2403 145	Request for oral hearing	
1451 1,510	1451 1,510	Petition to Institute a public use proceeding	
1452 110	2452 55	Petition to revive - unavoidable	
1453 1,330	2453 665	Petition to revive - unintentional	
1501 1,330	2501 665	Utility issue fee (or reissue)	
1502 480	2502 240	Design issue fee	
1503 640	2503 320	Plant issue fee	
1460 130	1460 130	Petitions to the Commissioner	
1807 50	1807 50	Processing fee under 37 CFR 1.17(a)	
1806 180	1806 180	Submission of Information Disclosure Stmt	
8021 40	8021 40	Recording each patent assignment per property (times number of properties)	
1809 770	2809 385	Filing a submission after final rejection (37 CFR 1.129(a))	
1810 770	2810 385	For each additional invention to be examined (37 CFR 1.129(b))	
1801 770	2801 385	Request for Continued Examination (RCE)	
1802 900	1802 900	Request for expedited examination of a design application	

Other fee (specify)

*Reduced by Basic Filing Fee Paid

SUBTOTAL (3) (\$) 165.00**SUBMITTED BY**

Name (Print/Type) Ryan A. Heck

Registration No.
(Attorney/Agent)

51,795

(Complete if applicable)

Telephone 775-826-6160

Signature

Date

March 1, 2004

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